

PRINCIPLES OF ACCOUNTS FORMULAE

Chapter 3

Basic Accounting Equation:

$$\text{Assets} - \text{Liabilities} = \text{Equity}$$

Sole Proprietorship Equation:

$$\text{Assets} - \text{Liabilities} + \text{Capital} + (\text{Income} - \text{Expenses}) - \text{Drawings}$$

Chapter 11

Depreciation

Straight-line Method 1:

$$(\text{Original Cost} - \text{Scrap Value}) / \text{Useful life}$$

Straight-line Method 2:

$$\text{Rate of Depreciation per annum (\%)} \times \text{Original Cost} - \text{Scrap Value}$$

Reducing Balance Method:

$$\text{Rate of Depreciation per annum (\%)} \times \text{Net Book Value}$$

Net Book Value:

$$\text{Cost} - \text{Accumulated Depreciation}$$

Chapter 16

Profitability

$$\text{Gross Profit Margin (\%)} = (\text{Gross Profit} / \text{Net Sales Revenue}) \times 100$$

$$\text{Mark-up on Cost (\%)} = (\text{Gross Profit} / \text{Cost of Sales}) \times 100$$

$$\text{Profit Margin (\%)} = (\text{Profit for the Year} / \text{Net Sales Revenue}) \times 100$$

$$\text{Return on Equity (\%)} = (\text{Profit for the Year} / \text{Average Equity}) \times 100$$

$$\text{Average Equity} = (\text{Beginning Equity} + \text{Ending Equity}) / 2$$

Liquidity

$$\text{Current Ratio (Times)} = \text{Total Current Assets} / \text{Total Current Liabilities}$$

$$\text{Quick Ratio (Times)} = \text{Quick Assets} / \text{Total Current Liabilities}$$

$$\text{Quick Assets} = \text{Total Current Assets} - \text{Inventory} - \text{Prepayments}$$

Inventory Management

Rate of Inventory Turnover (Times) = Cost of Sales / Average Inventory

Day sales in Inventory (Days) = (Average Inventory / Cost of Sales) x 365 Days

Average Inventory = (Beginning Inventory + Ending Inventory) / 2

Trade Receivables Management

Rate of Trade Receivables Turnover (Times) = Net Credit Sales Revenue **OR**
Service Fee Revenue / Average Net Trade Receivables

Trade Receivables Collection Period = Average Net Trade Receivables / Net Credit
Sales Revenue **OR** Service Fee Revenue

Average Net Trade Receivables = (Beginning Net TR + Ending Net TR) / 2